Use of Harel State Charts in the DoD High Level Architecture Interface Specification

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HLA Has Three Components

- **Design Principles: Principles and conventions which must be followed to achieve proper interaction of federates during a federation execution. These describe the responsibilities of federates and of the interoperation facility in HLA federations.**

- **Object Model Templates: The prescribed common method for describing the entities to be simulated and interactions between entities in the federation.**

- **Interface Specification: Definition of the interface between the runtime infrastructure (RTI) and the federates in an HLA federation.**

The HLA Interface Specification Structure

- **Provides a specification of the functional interfaces between federates and the RTI**
  - **Interfaces are divided into six service groups**
- **Each service specification includes:**
  - **Name and Descriptive Text**
  - **Supplied Arguments**
  - **Returned Arguments**
  - **Pre-conditions**
  - **Post-conditions**
  - **Exceptions**
  - **Related Services**
- **Application Programmer Interfaces (APIs) in CORBA IDL, C++, Ada'95 and Java**

More is Needed

- **To motivate the need for state charts, the Ownership Management service group will be described using the techniques found in Interface Specification 1.0, 1.1, and 1.3**
- **This will demonstrate that certain questions are not addressed by those techniques**
- **One of the state charts found in Interface Specification 1.3 will be presented to show how it address these unanswered questions**

General Description of Ownership Management

- **Allow federates to transfer ownership of object attributes**
  - **Federates transfer ownership based on federation execution design plans**
  - **RTI arbitrates transactions so that ownership is held by at most one federate at any time**
  - **Offers both ‘push’ or ‘pull’ based transactions**
  - **Acquisition requires current publication declarations for attribute**
  - **Ownership acquisition attempts can be both ‘invasive’ or based on ‘opportunity’**
- **Interface functions include**
  - **Attribute Ownership Divestiture (unconditional and negotiated)**
  - **Attribute Ownership Acquisition (explicit and if available)**
  - **Query Attribute Ownership**

Ownership Management Services

7.2 Unconditional Attribute Ownership Divestiture

7.3 Negotiated Attribute Ownership Divestiture

7.4 Request Attribute Ownership Assumption †

7.5 Attribute Ownership Divestiture Notification †

7.6 Attribute Ownership Acquisition Notification †

7.7 Attribute Ownership Acquisition

7.8 Attribute Ownership Acquisition If Available

7.9 Attribute Ownership Unavailable †

7.10 Request Attribute Ownership Release †

7.11 Attribute Ownership Release Response

7.12 Cancel Negotiated Attribute Ownership Divestiture

7.13 Cancel Attribute Ownership Acquisition

7.14 Confirm Attribute Ownership Acquisition Cancellation †

7.15 Query Attribute Ownership

7.16 Inform Attribute Ownership †

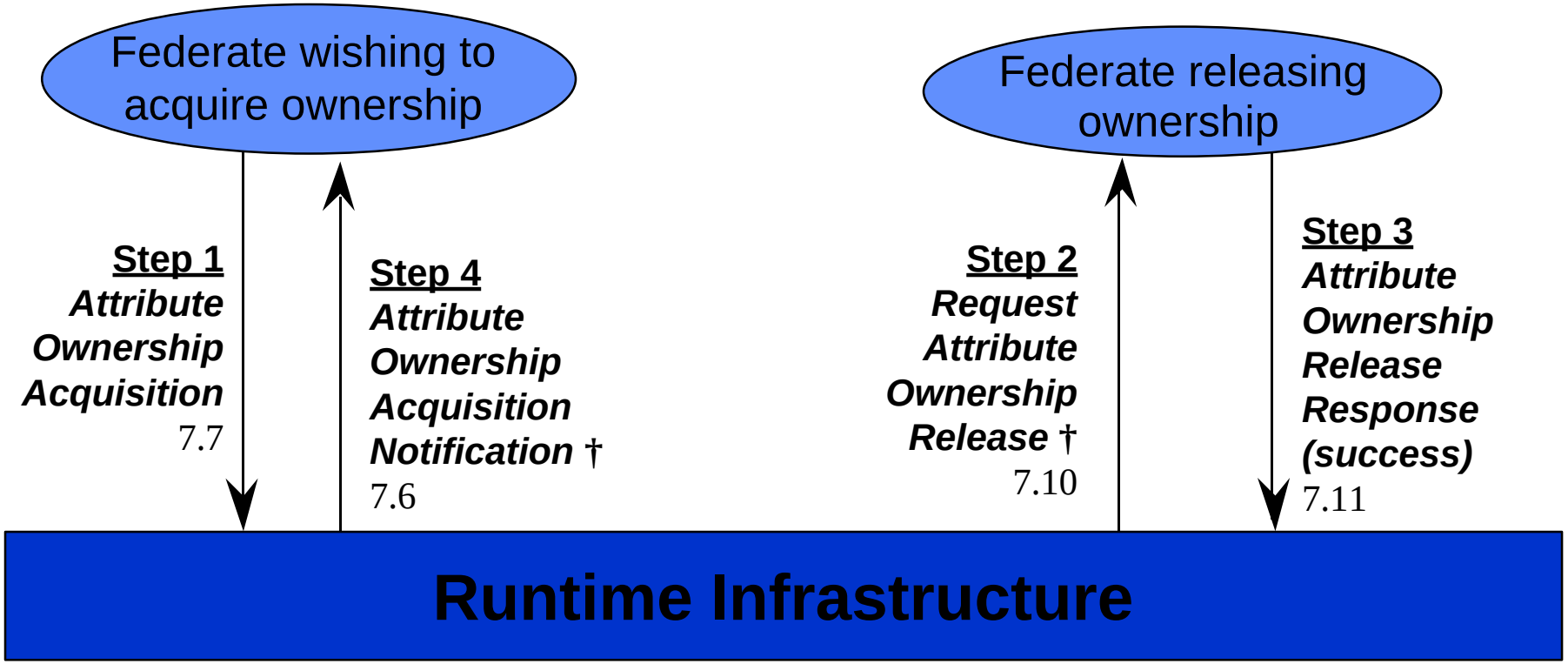
7.17 Is Attribute Owned By Federate

Example Service Description
Attribute Ownership Acquisition

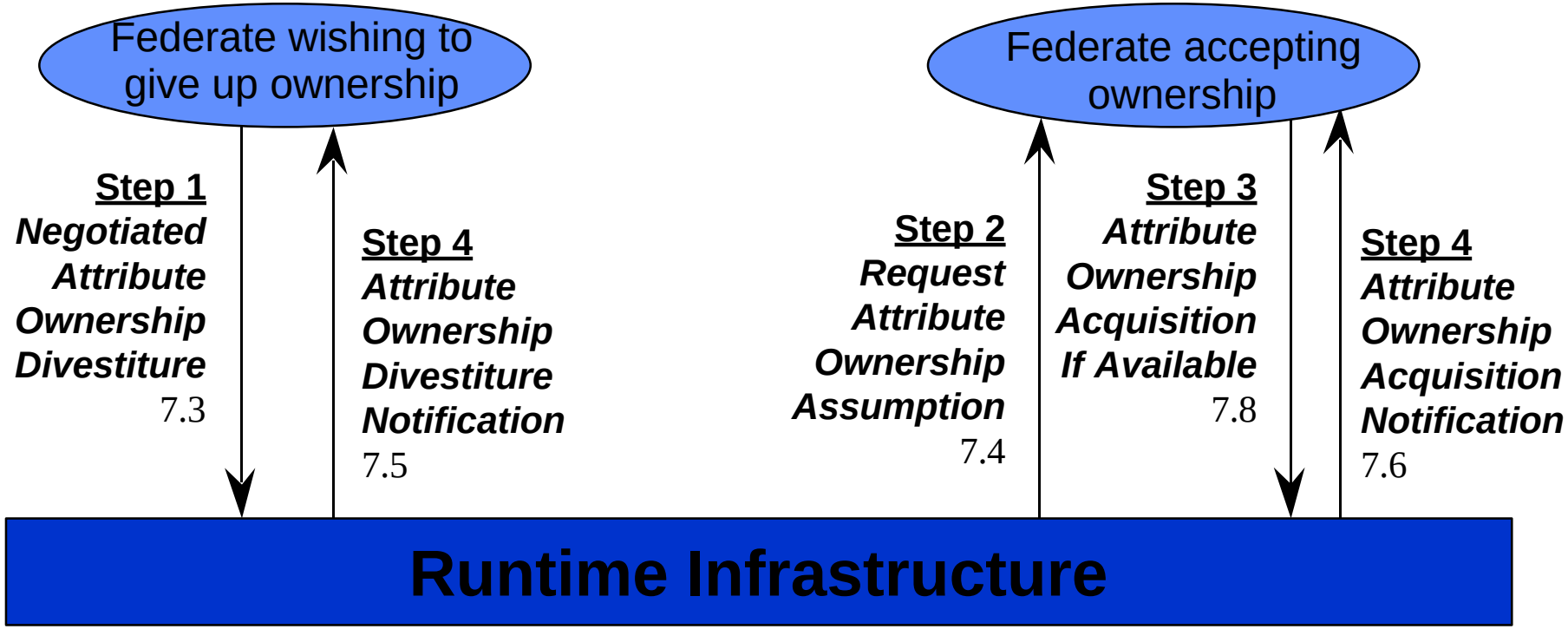
The *Attribute Ownership Acquisition* service shall request the ownership of the specified instance attributes of the specified object instance. If a specified instance attribute is owned by another federate, the RTI shall invoke the *Request Attribute Ownership Release †* service for that instance attribute at the owning federate. The federate may receive one or more *Attribute Ownership Acquisition Notification †* invocations for each invocation of this service.

A request to acquire ownership shall remain pending until either the request is granted (via the *Attribute Ownership Acquisition Notification †* service) or the requesting federate successfully cancels the request (via the *Cancel Attribute Ownership Acquisition* and *Confirm Attribute Ownership Acquisition Cancellation †* services).

Ownership Acquisition



Ownership Divestiture (Negotiated)



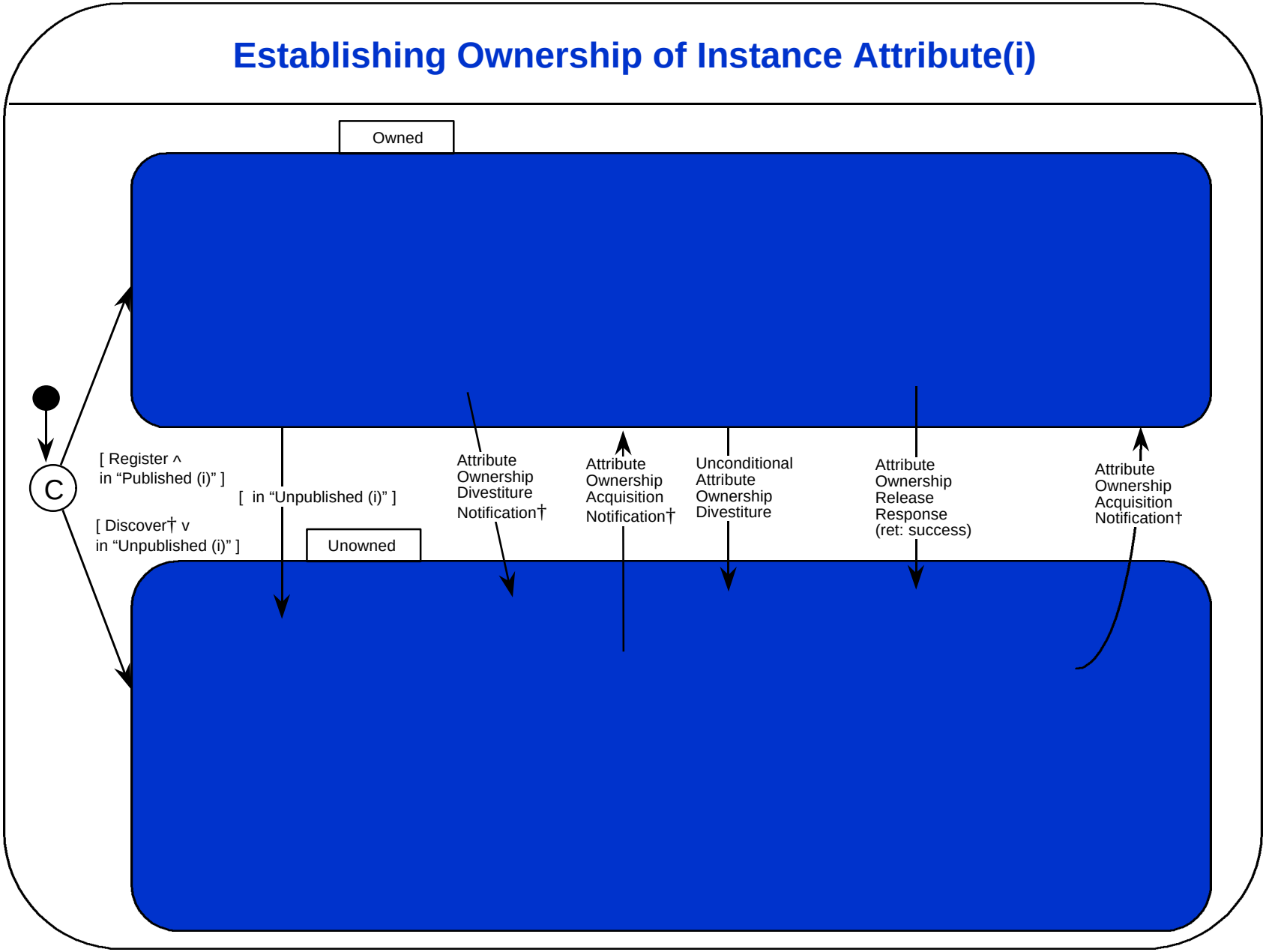
Does This Tell Everything ?

- **The illustrations are very simple**
  - **Only two federates depicted**
  - **The desire to acquire/divest ownership was not canceled**
- **What is the relationship to**
  - **Declaration management?**
  - **Object management?**
- **Something is needed that covers every case**

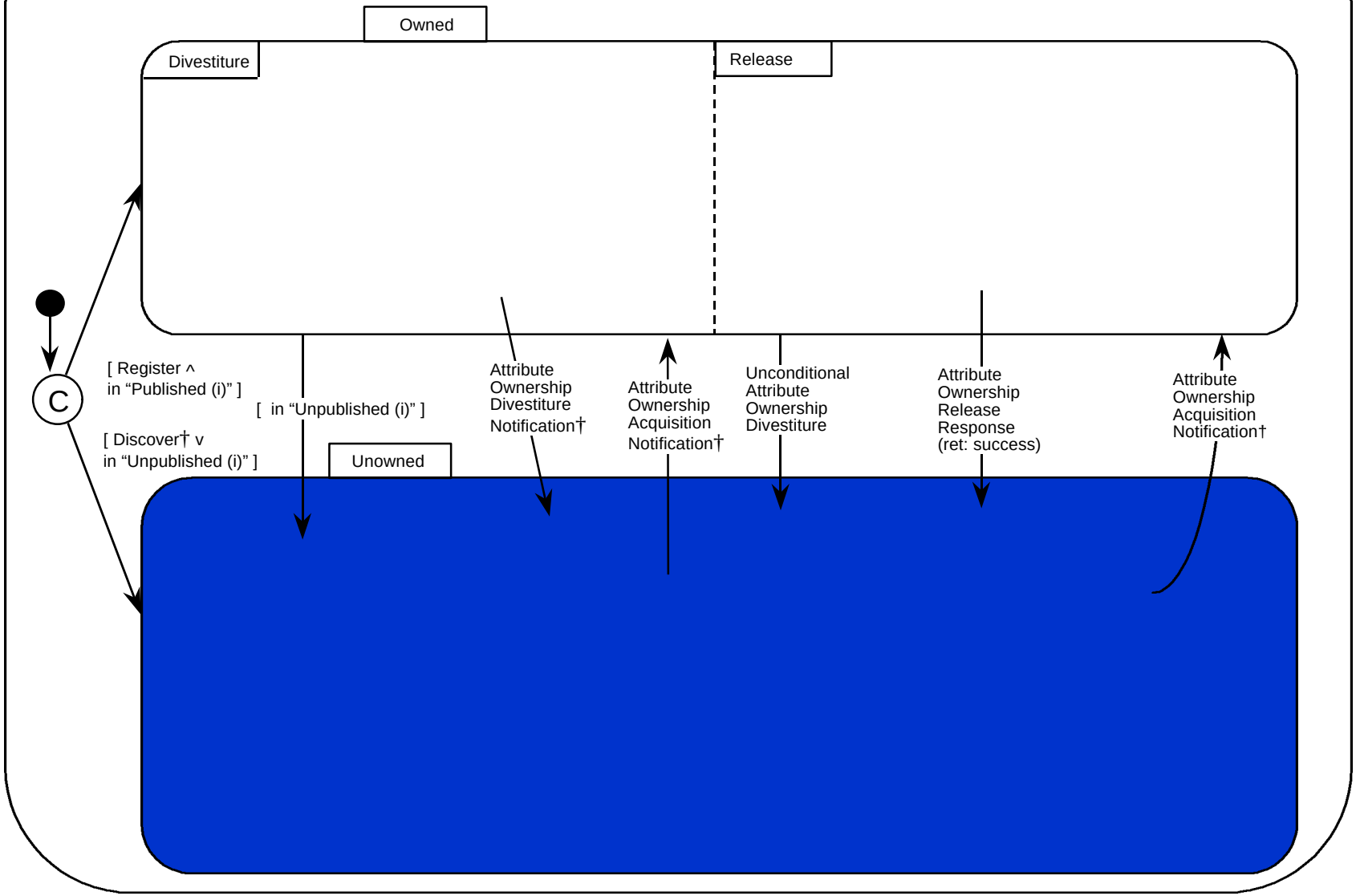
The Utility of State Charts

- The Interface Specification describes each individual service
- Introductory material in each section helps relate the individual services to give a picture of how they work together
- The state charts describe the conditions under which a federate may:
  - Update/Reflect attribute values
  - Send/Receive Interactions
  - Acquire/Divest attribute ownership
  - Etc.
- All discussion is from the perspective of a given federate
- The conditions are determined strictly by RTI services calls made by the federate and federate services calls made by the RTI
- State transition diagrams are used to present these conditions

Establishing Ownership of Instance Attribute(i)



Establishing Ownership of Instance Attribute(i)



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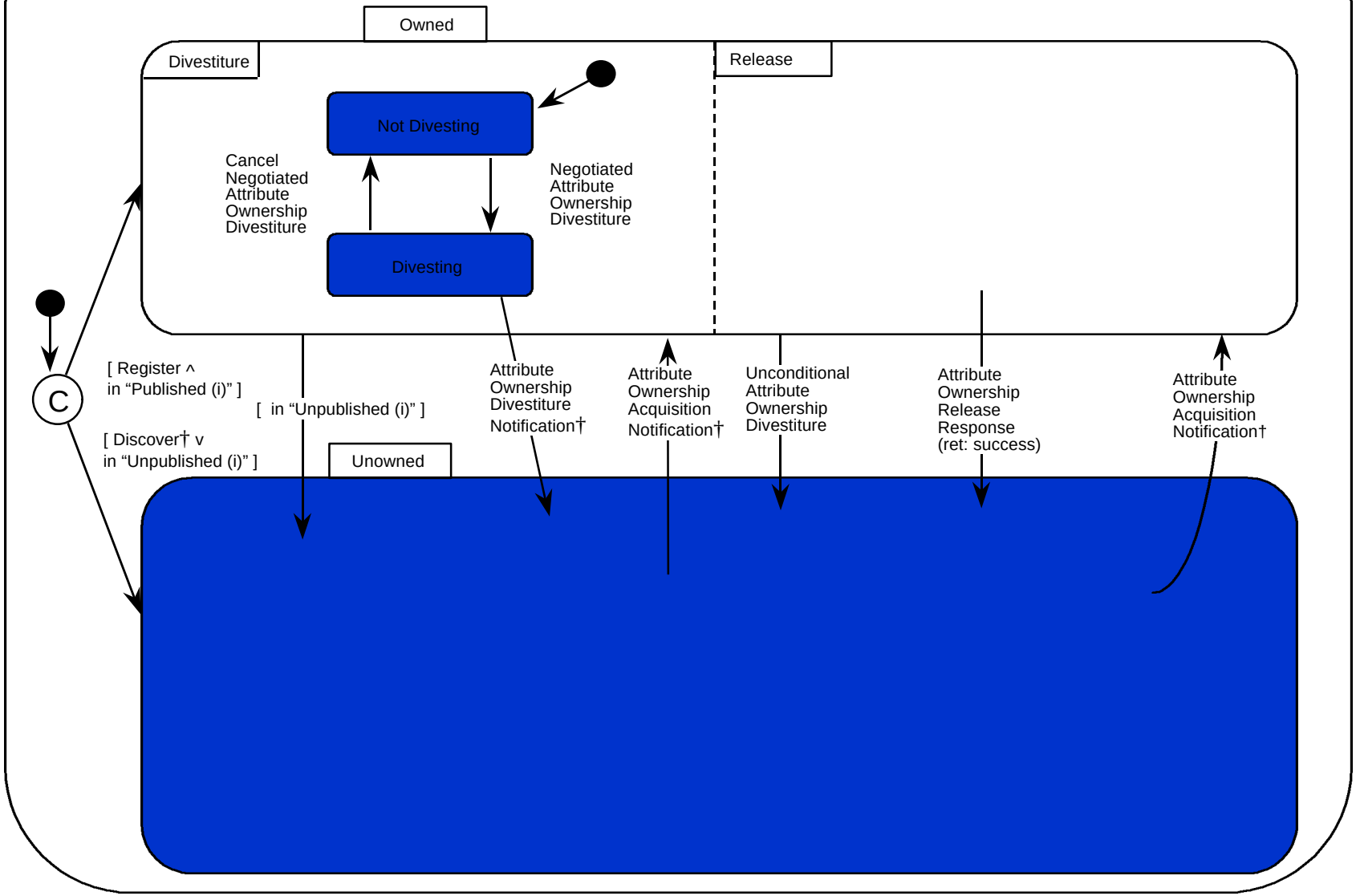

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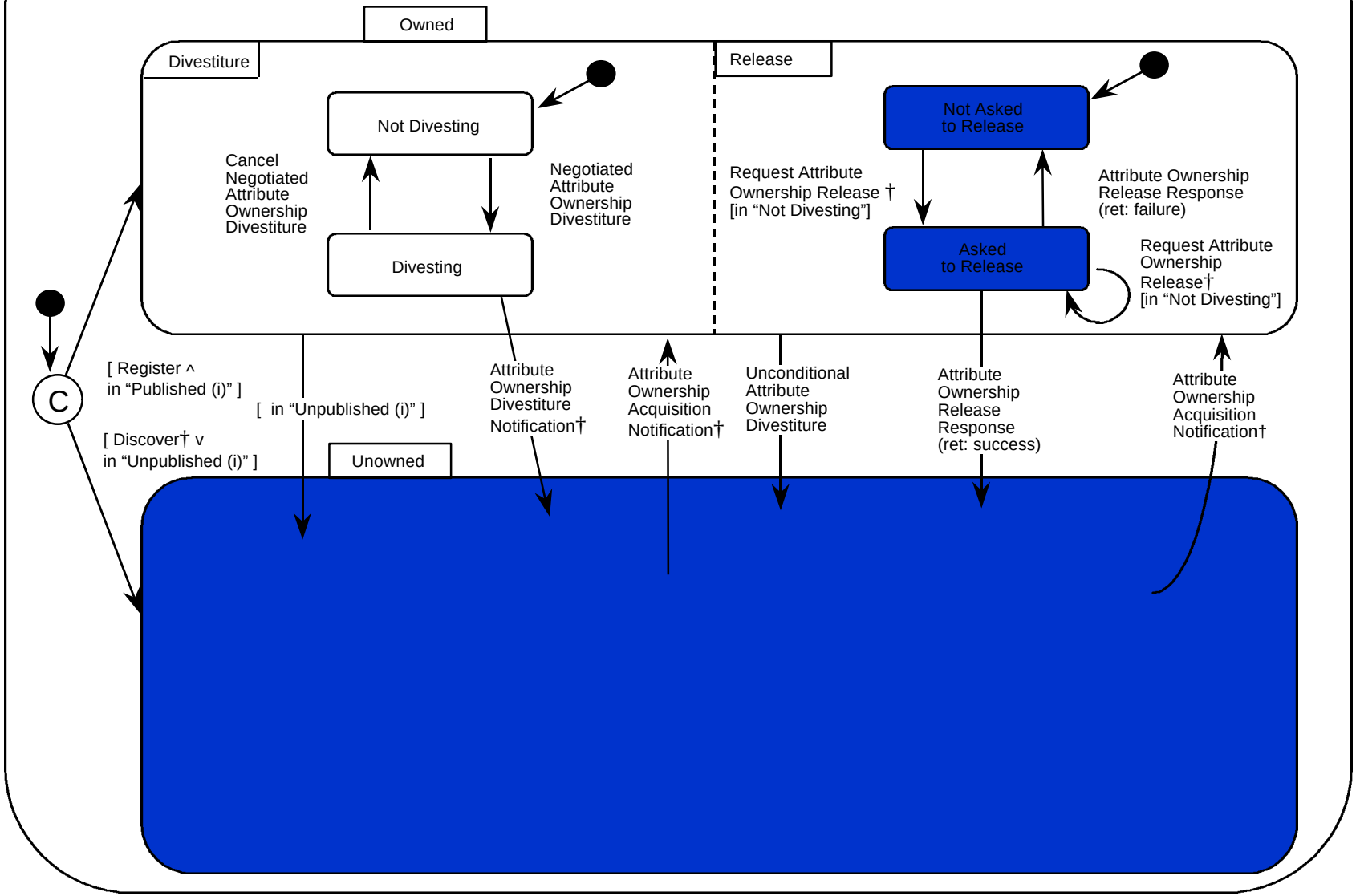

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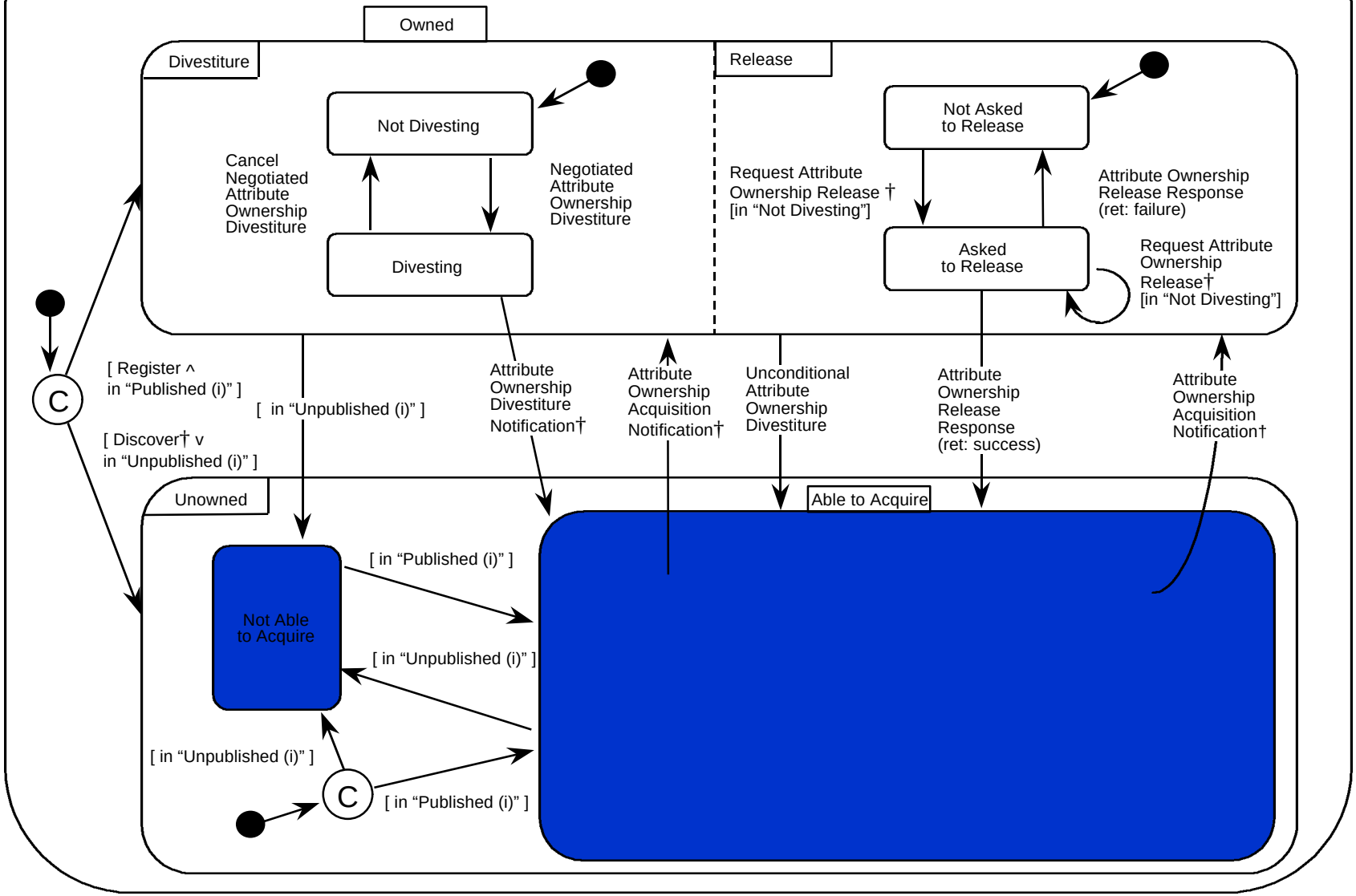

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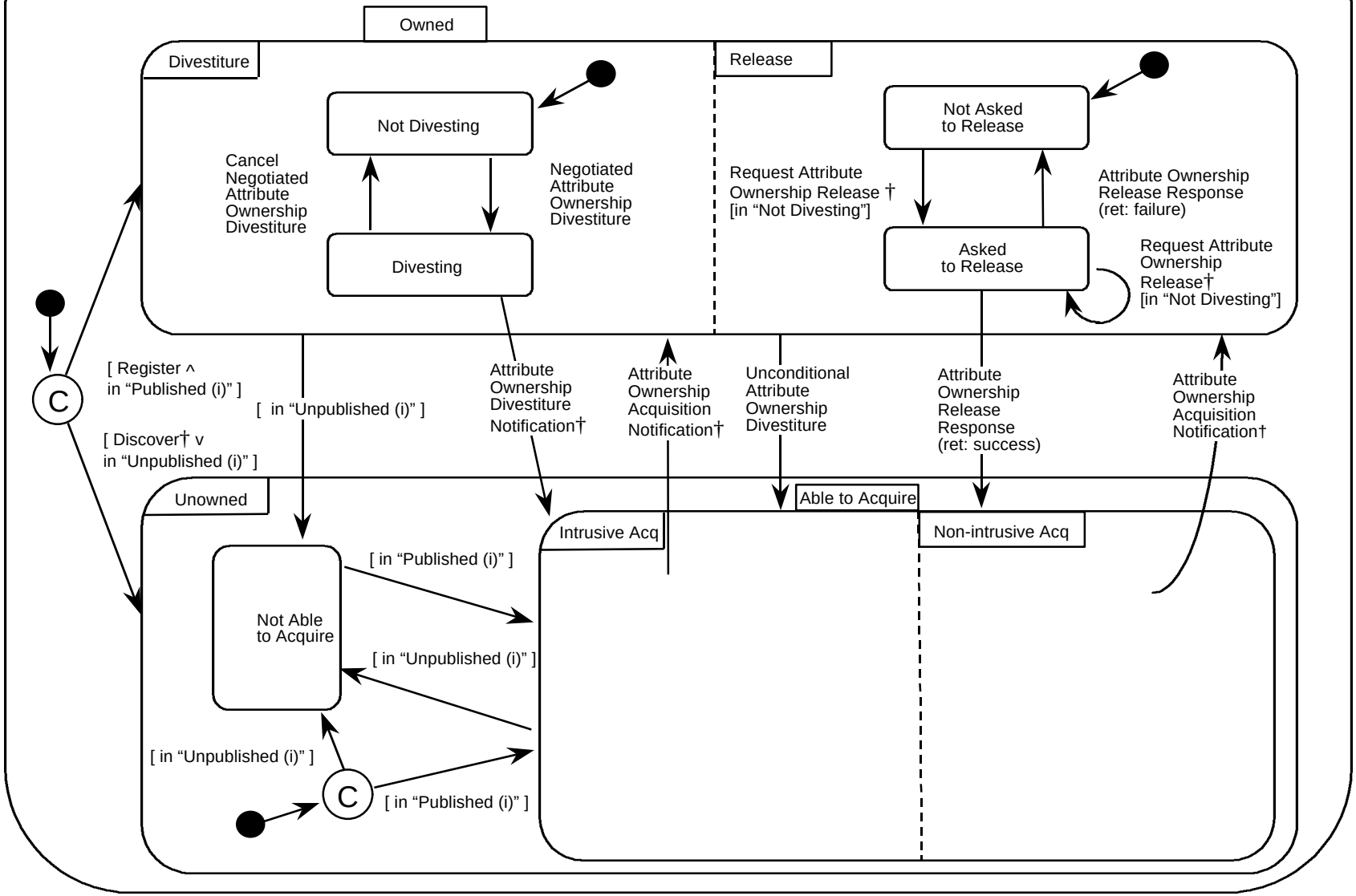

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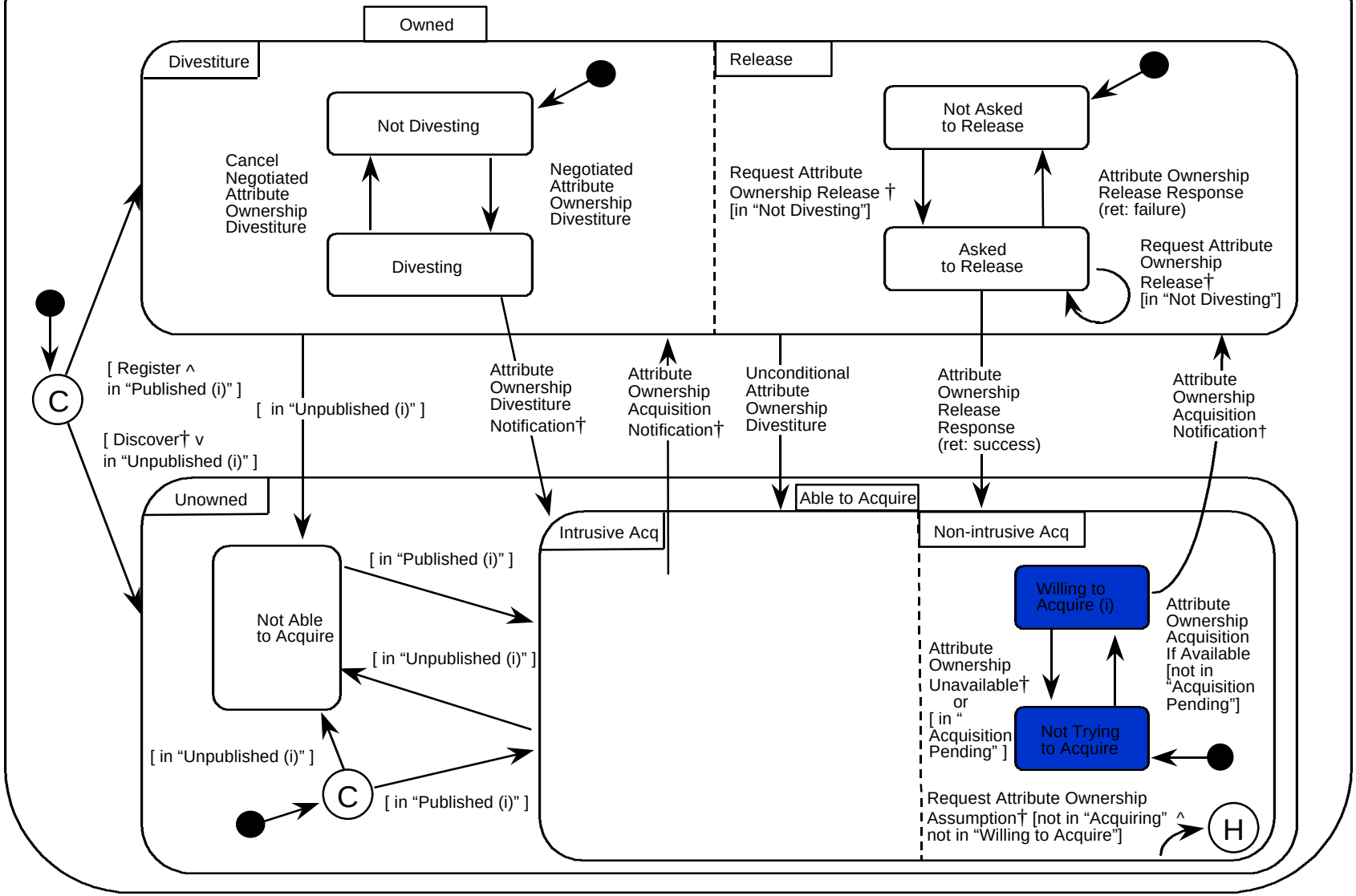

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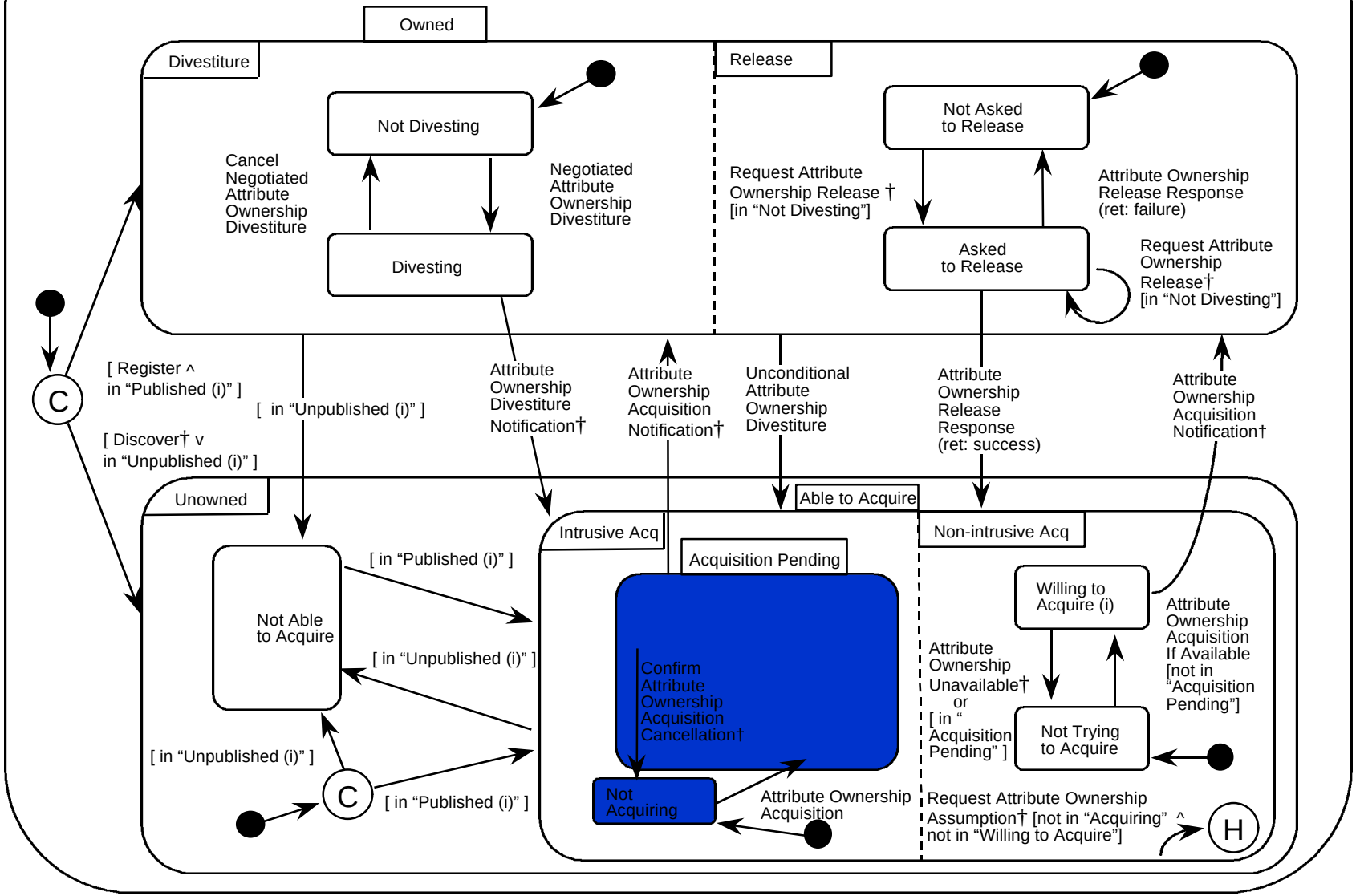

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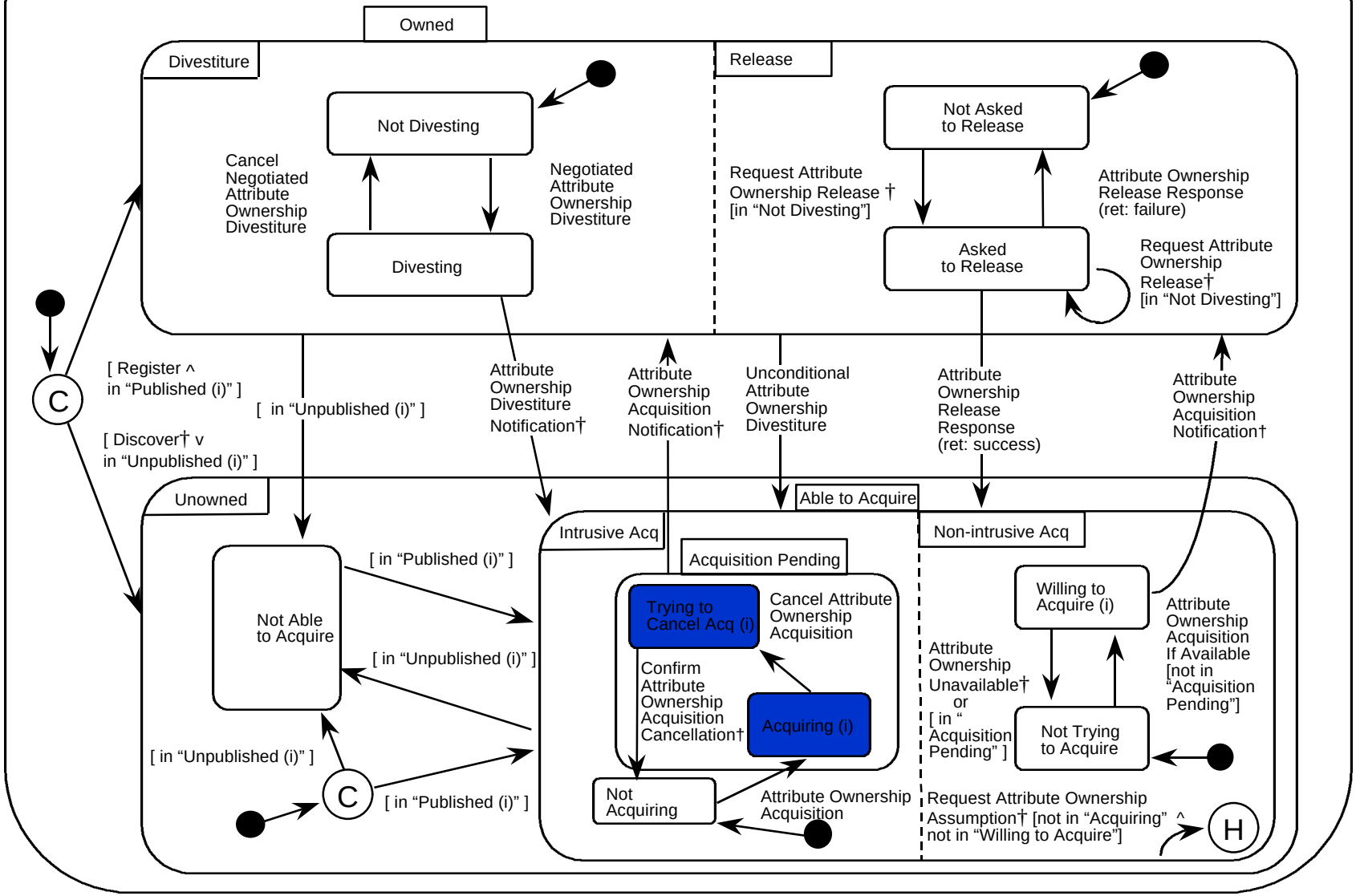
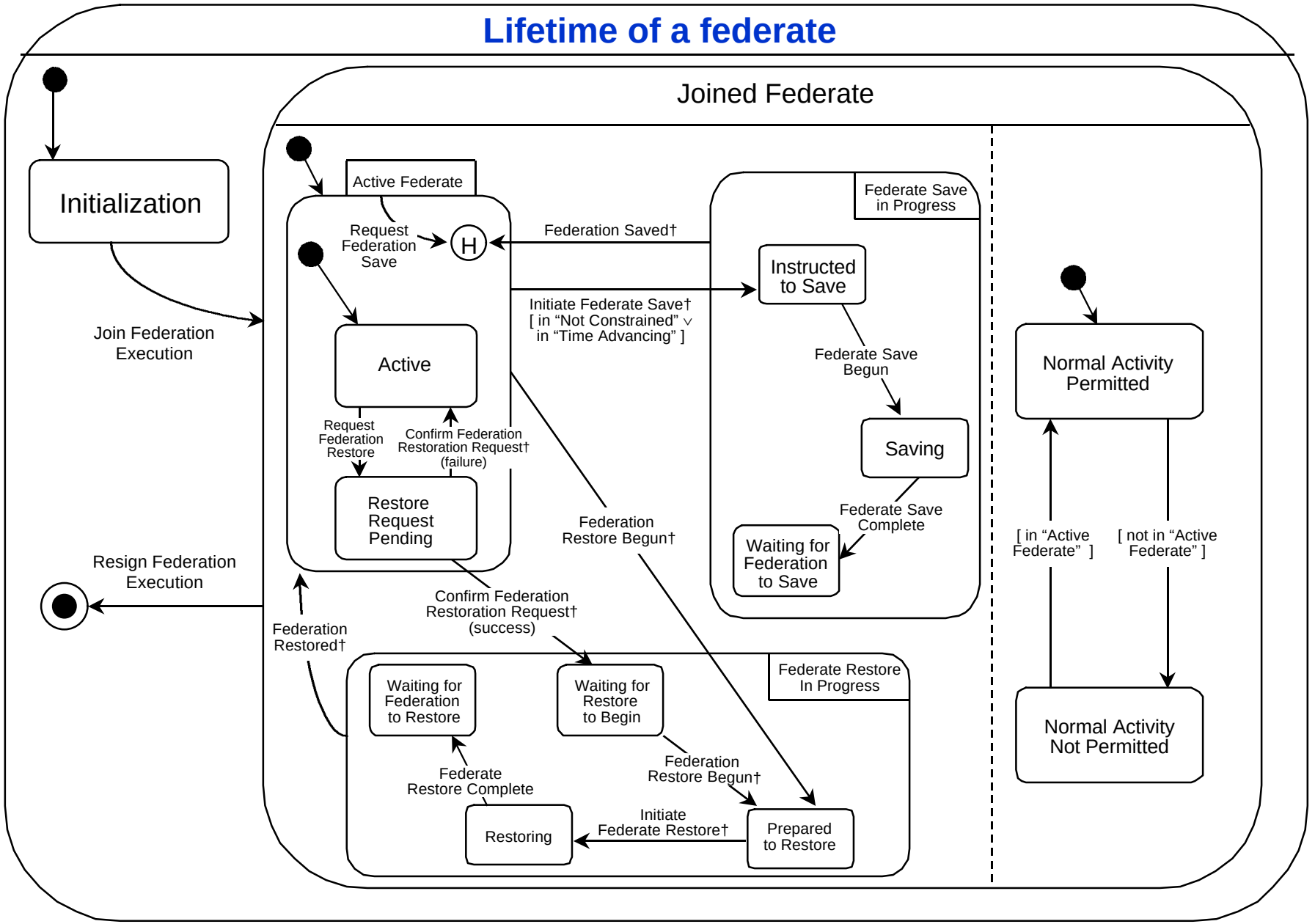
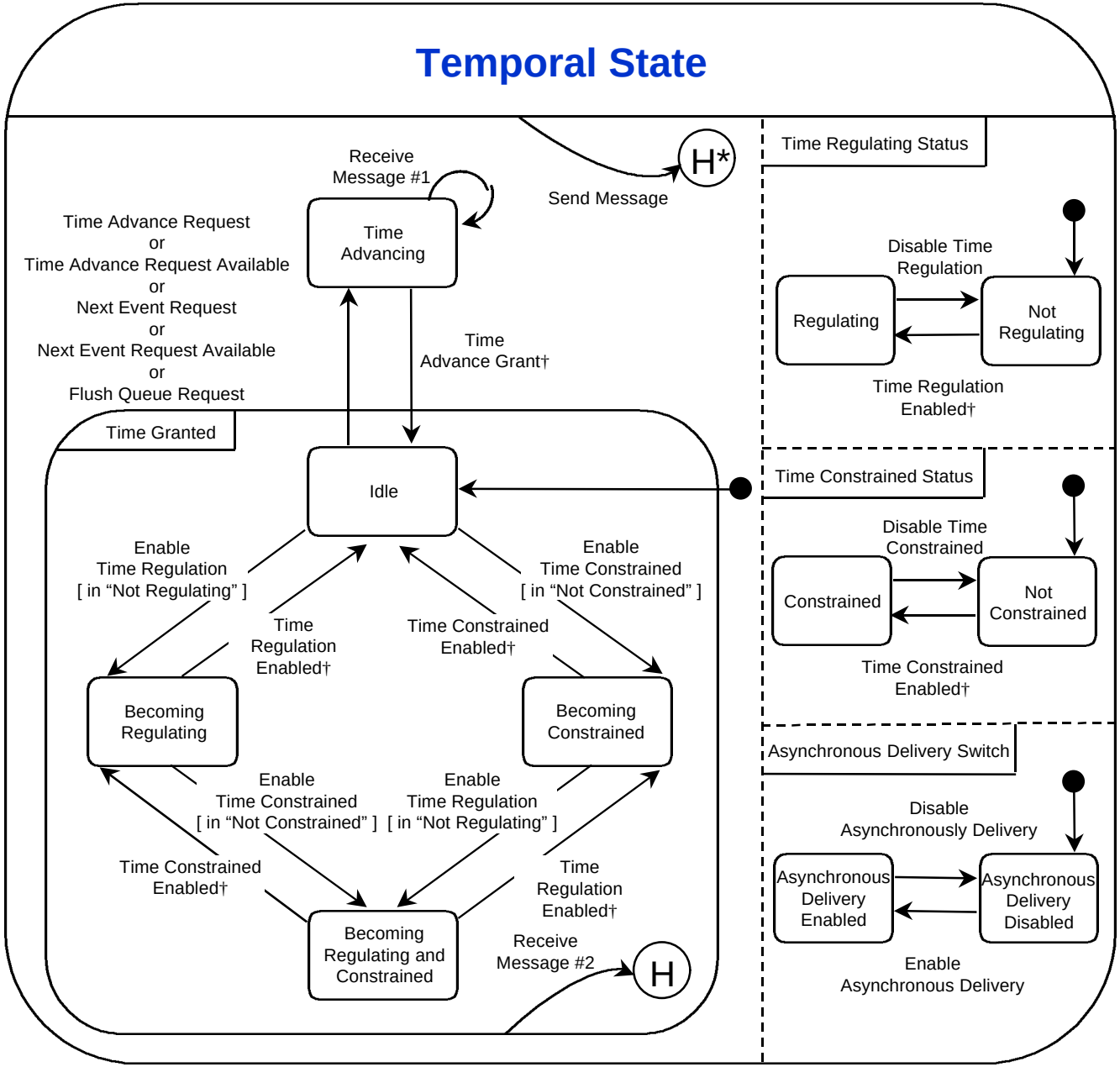


Lifetime of a federate





Where the following transitions are expanded:

Send Message ==
RO ∧ no_ts ⟶ RO
or
TSO ∧ ts ⟶ TSO
[in “Regulating”]
or
TSO ∧ no_ts ⟶ RO
or
TSO ⟶ RO
[not in “Regulating”]

Receive Message #1 ==
RO ⟵ RO
or
RO ⟵ TSO
[in “Not Constrained”]
or
TSO ⟵ TSO
[in “Constrained”]

Receive Message #2 ==
RO ⟵ RO
(in “ Asynch Enabled” ∨
in “Not Constrained”]
or
RO ⟵ TSO
[in “Not Constrained”]